

Create "edge" sprites to keep your character from bouncing out.

There are multiple ways to create "edge" sprites. Some create animations and use the `sprite.bounceOff` to create the edge. This is another more efficient method. Use an If Statement to control your sprite.

If my character is less than 5 X, then have its velocity grow (move right across the screen, since the left side is X 0 and the right is X 400)

```
if (character.x < 5) {  
    character.velocityX = 3;  
}  
if (character.x > 395) {  
    character.velocityX = -3;  
}  
if (character.y < 5) {  
    character.velocityY = 3;  
}  
if (character.y > 395) {  
    character.velocityY = -3;  
}
```

